



**Workbook**  
Plus poster and coloring

# THOMAS & FRIENDS



Stories



Engine Facts



Make a Trick-or-Treat Bag

The Official Magazine

REDAN FUN TO LEARN

\$7.99

September/October 2019



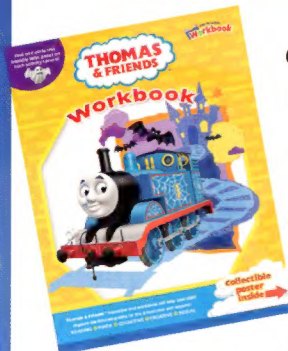
**Inside this issue...**

Join **Thomas & Friends™** in this exciting new issue, featuring new stories, Halloween activities, a workbook, and much more!

Now on  
**nick Jr.**

**Stories****Philip's Number****Sticky Situation****Activities****Workbook**

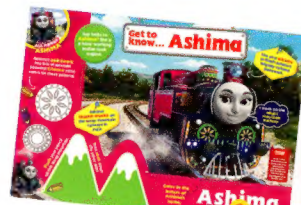
with  
Counting,  
Patterns,  
Writing,  
and  
Coloring

**Project**

Make a  
Trick-or-Treat bag



**Your pictures**

**Collectibles****Poster****Engine Facts**

Part 3  
of our  
collectible  
mural!

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Welcome! Thank you for choosing **Thomas & Friends™ Magazine** to help fast-track your child's early-learning skills in a **screen-free** format. Spending time **unplugged** with a magazine, some colored pencils or crayons, and your imagination is beneficial to developing brains. **Thomas & Friends™ Magazine** is designed to make learning fun and strengthens:

- + **Math skills** - through counting and number familiarity
- AA **Reading skills** - with stories, letter recognition, and spelling
- **Cognitive skills** - from matching, sorting, and recognizing differences
- ✂ **Fine Motor skills** - by cutting out, handwriting, and crafting
- ✎ **Creativity** - through imaginative expression, coloring, and design
- ★ **Everyday life skills** - by problem solving and understanding our world

**Don't miss the Nov/Dec issue, filled with festive fun! On sale from October 15th.**

VOLUME # 14 • NUMBER 5 • ISSUE # 90 • SEPT/OCT 2019

Thomas the Tank Engine & Friends™



CREATED BY BRITT ALLCROFT

Based on the Railway Series by the Reverend W Awdry

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**Fun To Learn® Thomas & Friends™** (USPS 016-301 ISSN 2165-1892) is published bi-monthly (Jan/Feb, March/April, May/June, July/August, Sept/Oct, Nov/Dec) by Redan Publishing Inc., 18 Anna Lane, Edison, NJ 08820. Director of Operations: Suzanne Hochman. Publisher: Julie Jones. Managing Editor: Lindsey Bannister. Senior Editor: Sue Porritt. Periodical Postage paid at Edison, NJ and additional mailing offices. POSTMASTER: Please send address changes to: Fun To Learn® Thomas & Friends™, PO Box 433318, Palm Coast, FL 32143-3318. Subscription rate for US and possessions: one year \$47.94. For correspondence concerning subscriptions, please send latest label information. Redan® and Redan Fun To Learn® are registered trademarks of Redanco Ltd and © 2019 Redanco Ltd. All Rights Reserved. All letters, pictures, photos, and giveaway entries are assumed for publication and become property of Redan Publishing. For subscription inquiries and customer service, email [thomasandfriends@emailcustomerservice.com](mailto:thomasandfriends@emailcustomerservice.com). Printed in the USA by Fry Communications, Mechanicsburg, PA 17055.



**THOMAS  
& FRIENDS**

[www.thomasandfriends.com](http://www.thomasandfriends.com)







# Philip's Number



Philip is number

68.

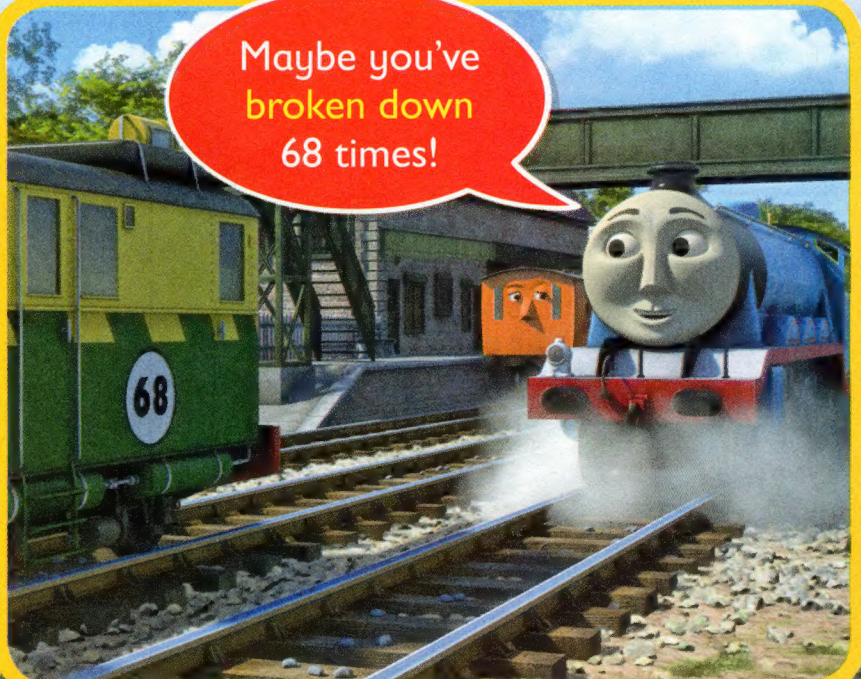


**1** Many of the engines on Sodor have a number painted on their side. Toby is number 7, Thomas is number 1, and Philip is number 68.

**2**

One morning, Philip chugged in to Knapford Station and met Thomas and Gordon. "Here comes number 68, always slow and always late!" said Gordon.

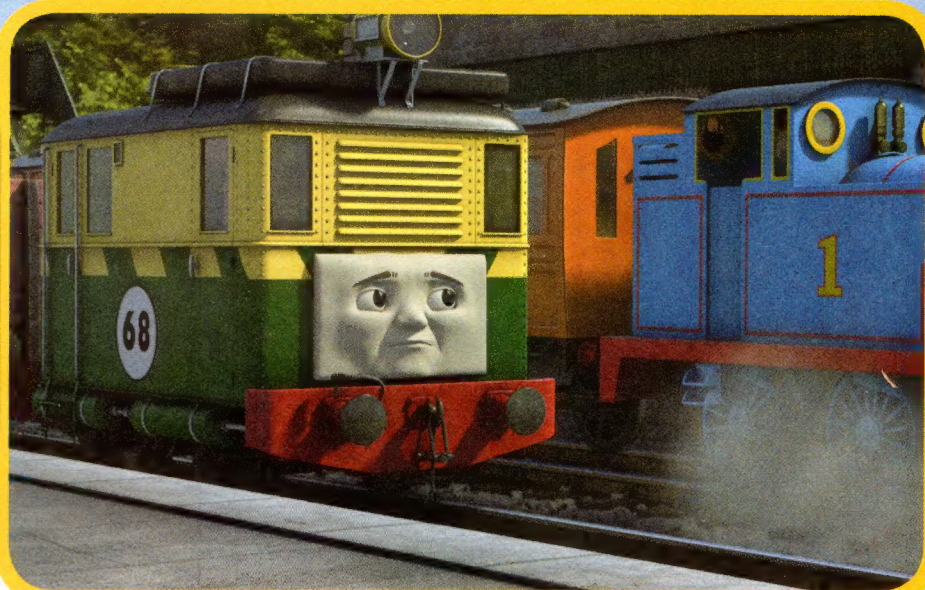
Maybe you've broken down 68 times!





3

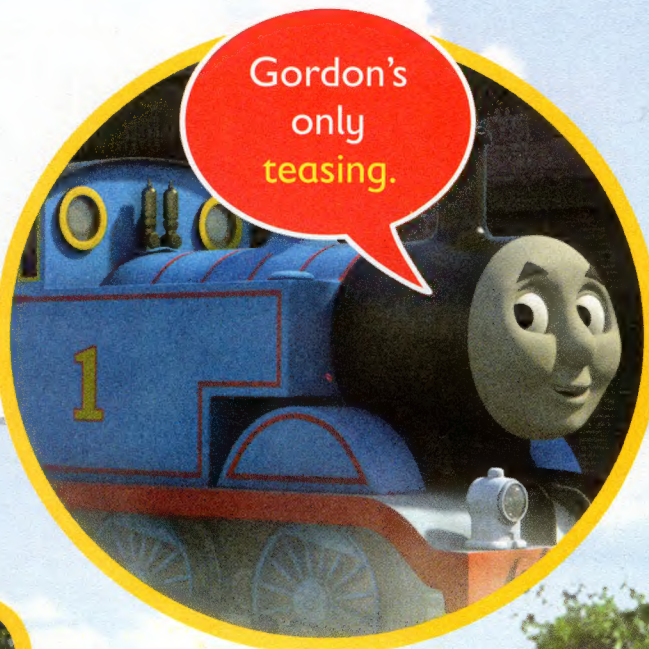
"That's not true, I'm never late!" replied Philip. Gordon's teasing had made Philip feel sad.



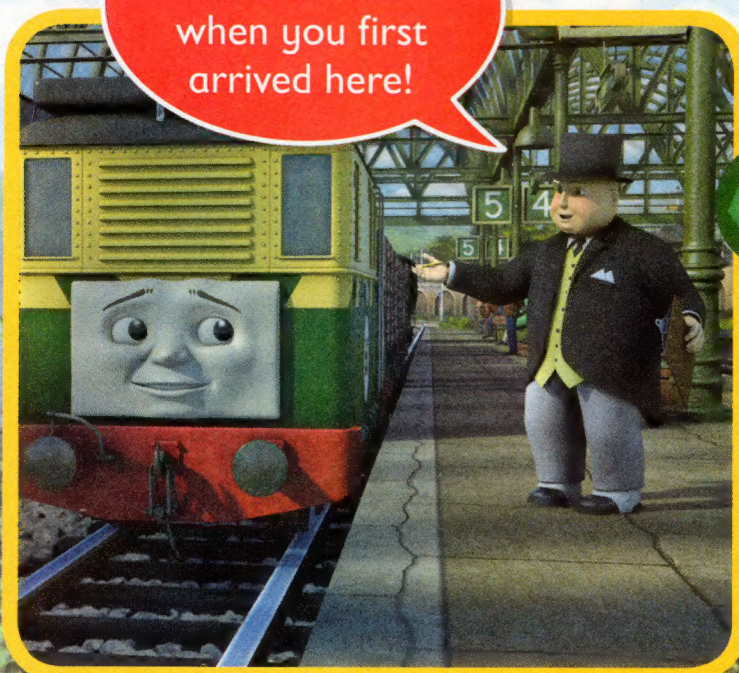
4

Gordon puffed away laughing, leaving Philip feeling upset. "Don't listen to him," said Thomas. "It doesn't matter what number you are as long as you do a Really Useful job."

Gordon's only teasing.



You were number 68 when you first arrived here!



5

But Philip wasn't so sure. Later he asked Sir Topham Hatt why he was number 68. "I don't know," he replied, "but I'll find out. Maybe there were 67 Philips before you!"



6

Philip didn't like the idea of there being 67 other Philips, so he decided to ask some of the engines if they knew why he was number 68.



7

Kevin thought that 68 might be Philip's age. But Philip didn't want to be so old!

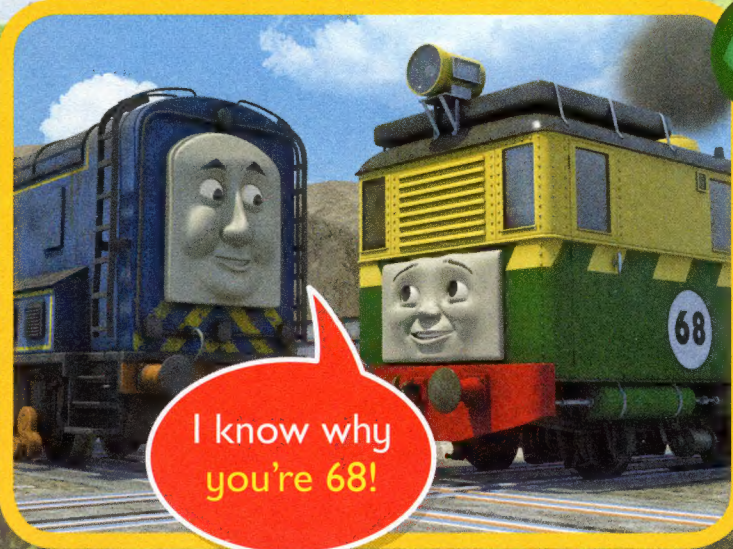


Philip has a

cake.

8

Sidney said he knew why Philip was number 68. "You do?" said Philip. "Because... because... Oh, I'm sorry, I forgot," said Sidney. Philip chuffed away sadly.







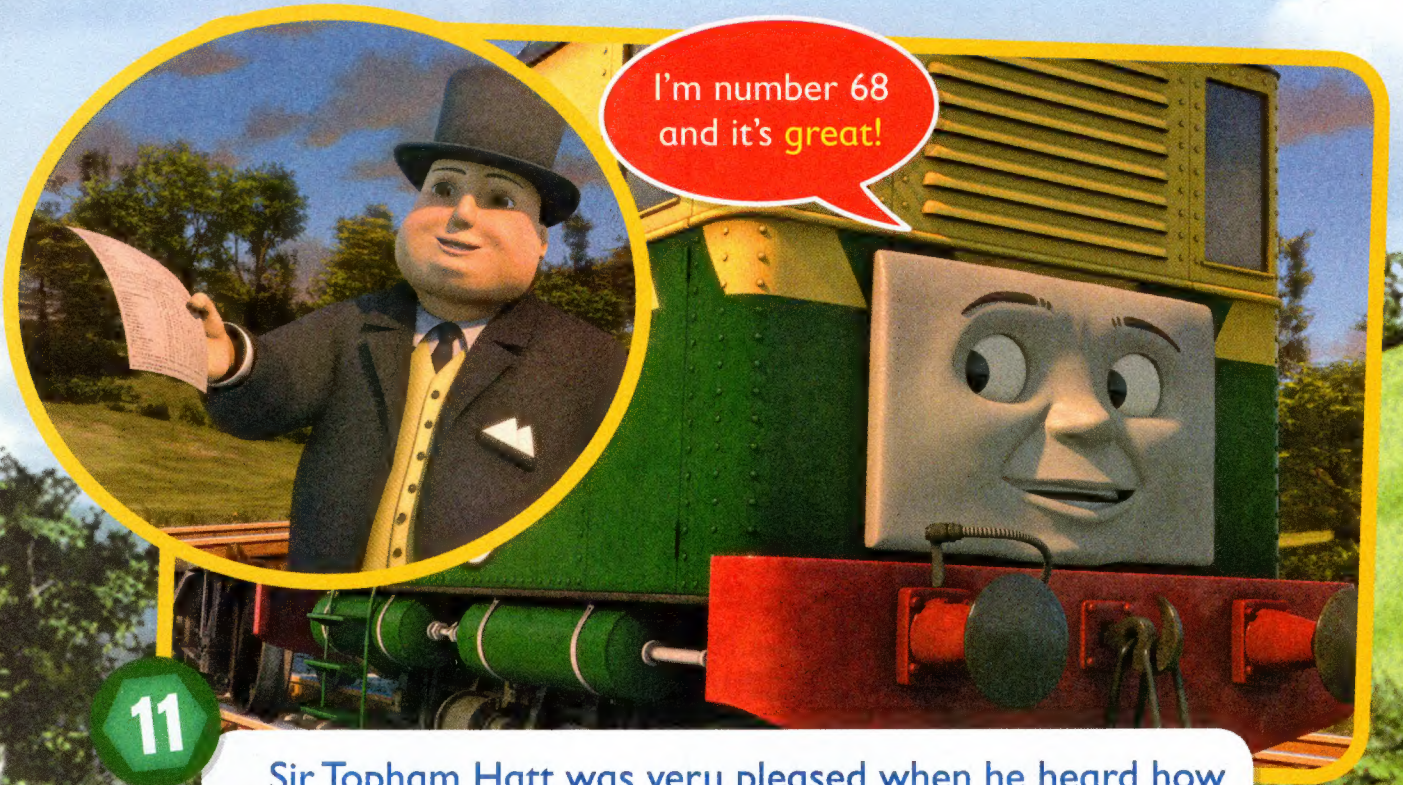
9

Down the track a flock of 68 sheep had wandered on to the rails. "You can't stop there, Gordon will be along any minute!" said Philip to the sheep.



10

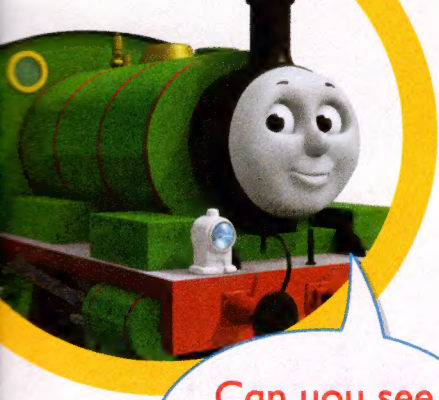
Philip heard Gordon coming with the Express and rushed forward to stop him. He stopped just in time. "Thank you, Philip," said Gordon.



11

Sir Topham Hatt was very pleased when he heard how Philip had saved the day. "I've discovered why you're number 68," said Sir Topham Hatt. "The reason is..." "Well, I think I may know the answer, sir," replied Philip. "I saved 68 sheep. No other engine has done that!"





Can you see  
what comes  
next?

# Percy's Patterns

Check the box next to the  
correct item to complete the  
pattern in each row.


☐

☐

☐

☐

☐

☐

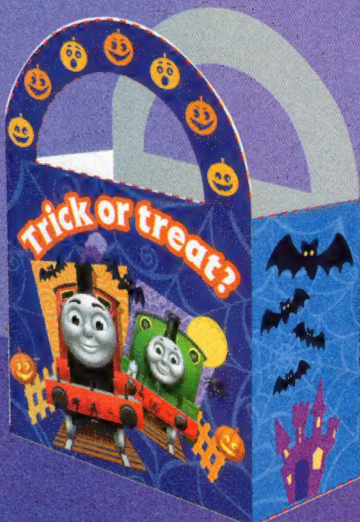
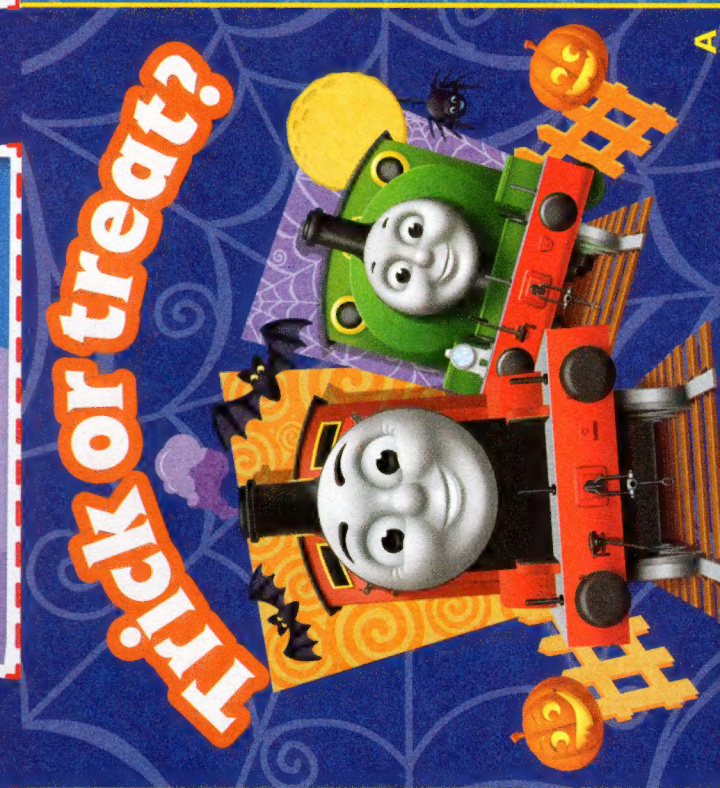
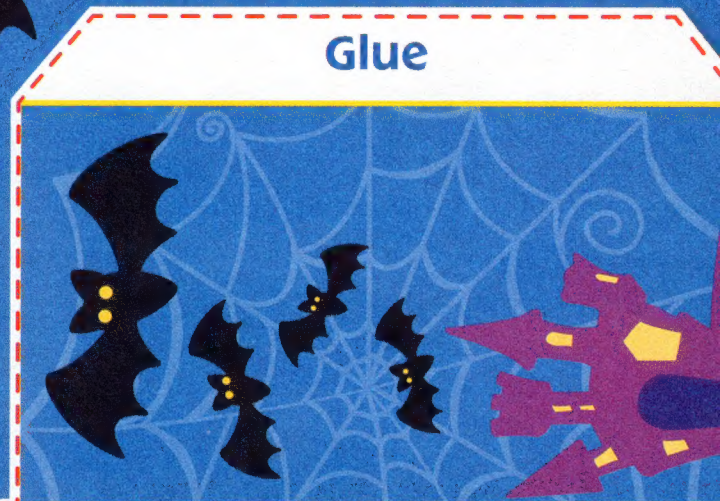
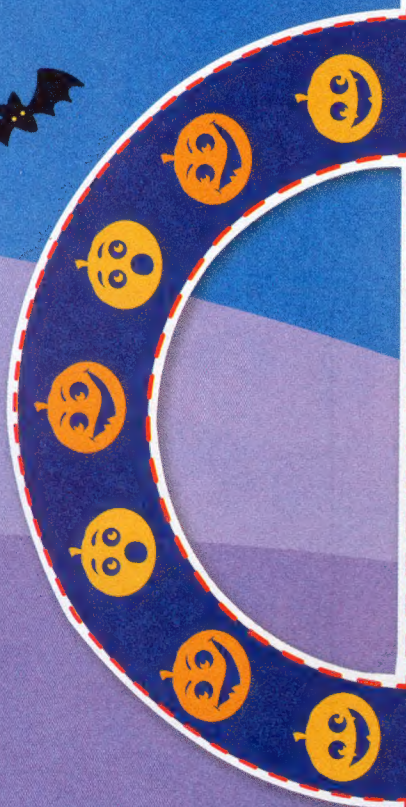
☐

☐





Use this super Halloween  
**Thomas bag** to carry  
your treats in!





# Trick-or-Treat Bag!

First, carefully cut out these pages and glue them to thin card stock when you have finished with your magazine.

**Cut** along the dashed lines and **fold** along the yellow lines.

**Tape** parts **A** and **B** together.

Put **glue** on each tab and carefully **stick** your bag together.

Ask an **adult** for help with any tricky cutting-out.

Glue

Tape A and B together.

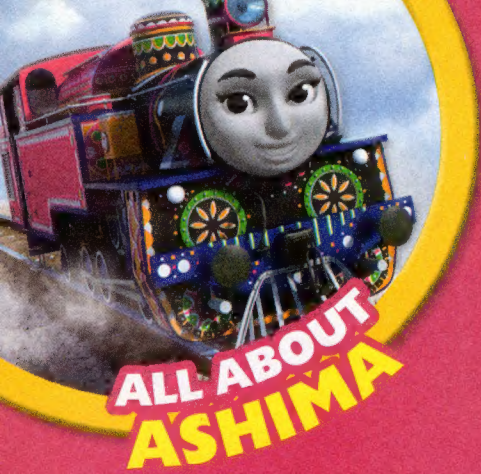


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Glue

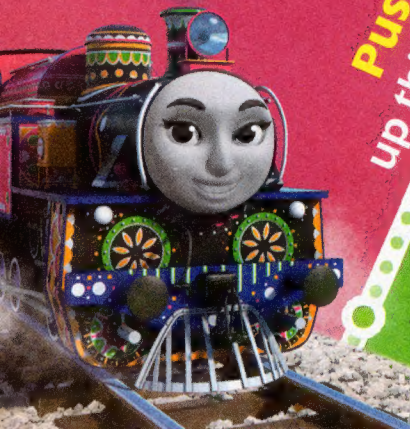
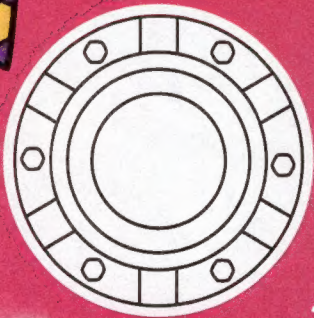






## ALL ABOUT ASHIMA

Ashima's **paintwork** has lots of splendid patterns! **Choose** some colors for these patterns.



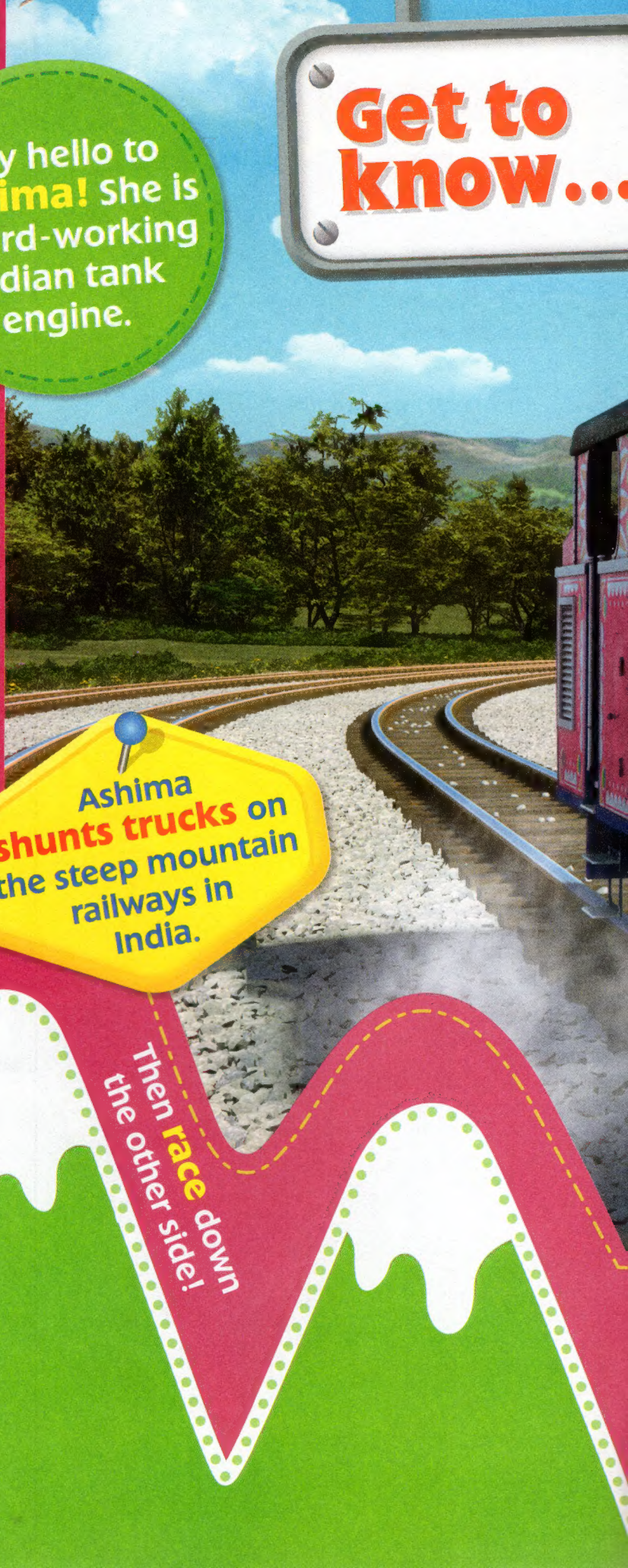
Say hello to **Ashima!** She is a hard-working Indian tank engine.

**Get to know...**

Ashima **shunts trucks** on the steep mountain railways in India.

**Push** your pencil up this steep mountain...

Then **race** down the other side!





# Ashima

What are the colors of Ashima's bright paintwork?

I work on the Nilgiri Mountain Railway.

SOMETHING TO SHARE

Go on a color hunt around your home. Can your little one see anything that's pink like Ashima? Can they spot anything blue like Thomas, too?

Color in the letters of Ashima's name.

# Ashima





Ask an adult to help cut out this page when you are finished with your magazine.  
Tape it to the two previous parts to complete your mural, so it matches what is shown on the left.





Find and circle this  
friendly little ghost on  
each activity spread!



FUN TO LEARN.  
**Workbook**

# THOMAS & FRIENDS

## Workbook



Thomas & Friends™ magazine and workbook will help your child  
improve the following skills for the school year and beyond!  
READING ◉ MATH ◉ COGNITIVE ◉ CREATIVE ◉ SOCIAL

**collectible  
poster  
inside** →





**Count**

Help Thomas count these Halloween things and write the numbers in the boxes.



spiderwebs



bats



pumpkins



owls

Trace over the numbers, starting at the dots.

1

odd

2

even

3

odd

4

even

5

odd





James and Percy are out for a night-time ride! Count the things below.



**Parent Note**

Counting helps develop math skills and number recognition.



Write the correct numbers in the boxes.

spiders

stars

engines

6

even

7

odd

8

even

9

odd

10

even



Count the cats. Is the number odd or even?





Help Thomas make some deliveries for Halloween!

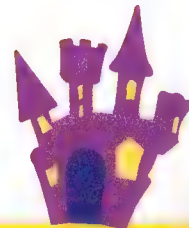
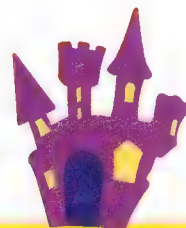
**A**



Trace the numbers  
as you find each  
difference.



Circle the  
spooky castle  
that is different.

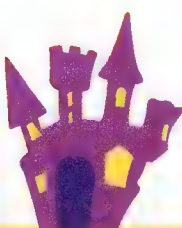
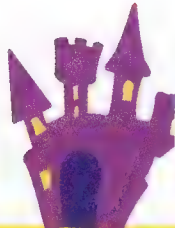
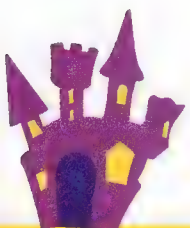




**Parent Note**  
Looking carefully at pictures helps enhance cognitive skills and observation

Look carefully at pictures **A** and **B**.  
Find and circle 7 differences.

**B**



Here are the answers - don't peek! 1. The ghost is gone; 2. The pumpkin on the side is different; 3. There's an extra spider; 4. A web is gone; 5. A pumpkin is falling; 6. There's steam coming from Thomas' funnel; 7. There's an owl.



FUN TO LEARN

# THOMAS & FRIENDS





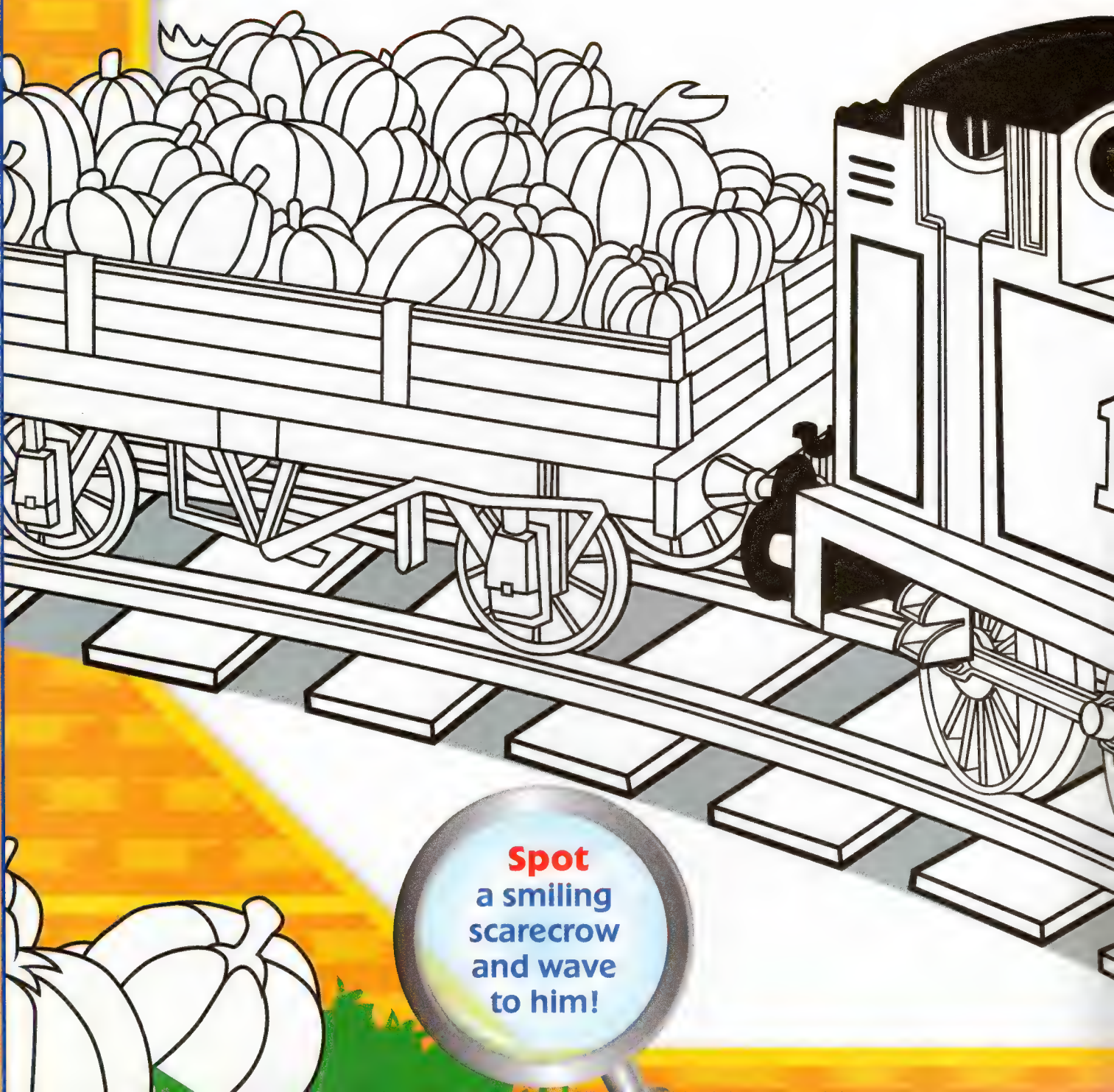






Halloween is coming! Get out your crayons, coloring pencils, or markers and give Thomas some color.

Draw 2 steam clouds here for Thomas!





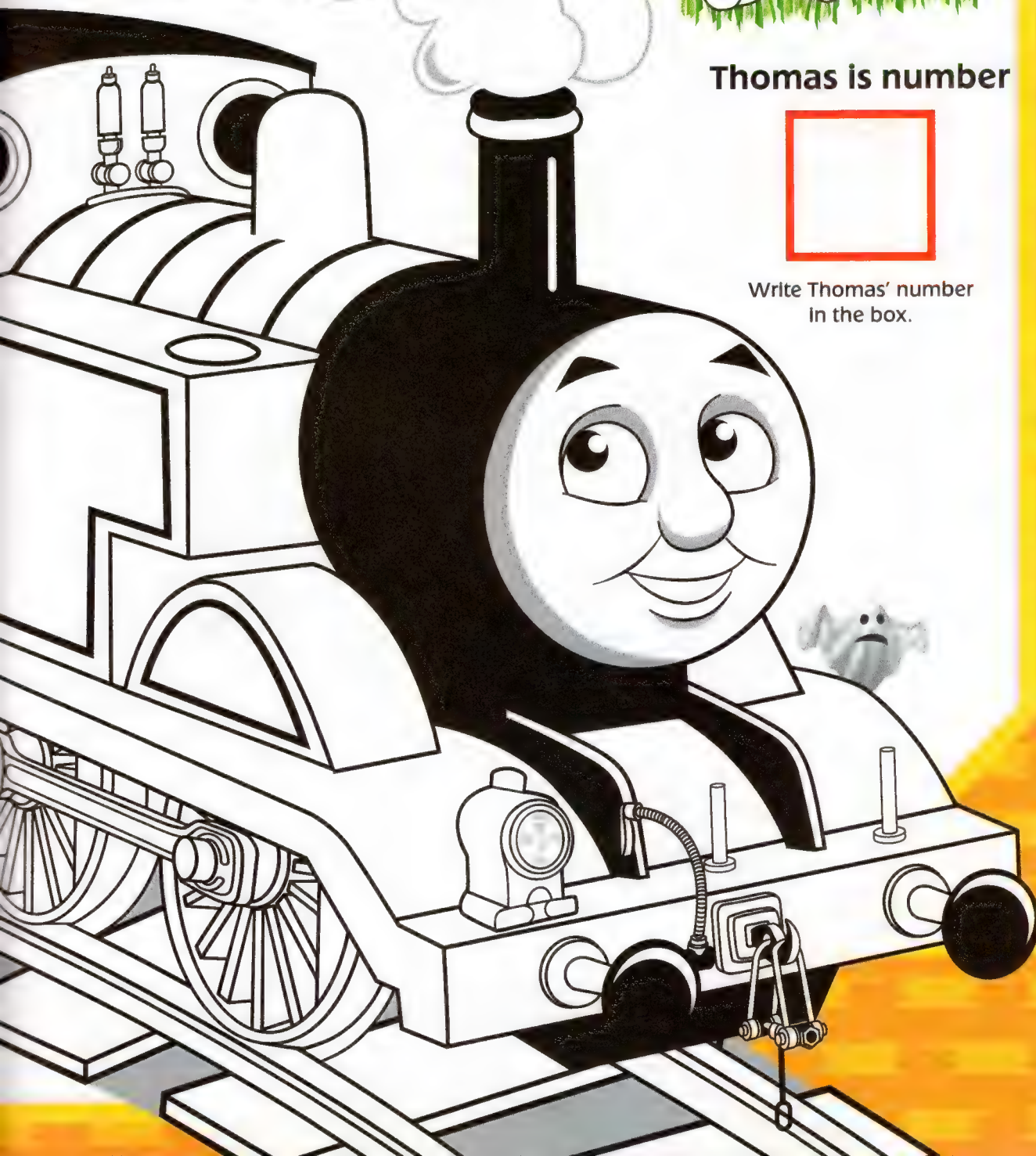
**Parent Note**

Coloring improves  
fine motor skills  
and color  
awareness.



Thomas is number

Write Thomas' number  
in the box.







Trace over the letter **P p**. Then practice writing it on your own.

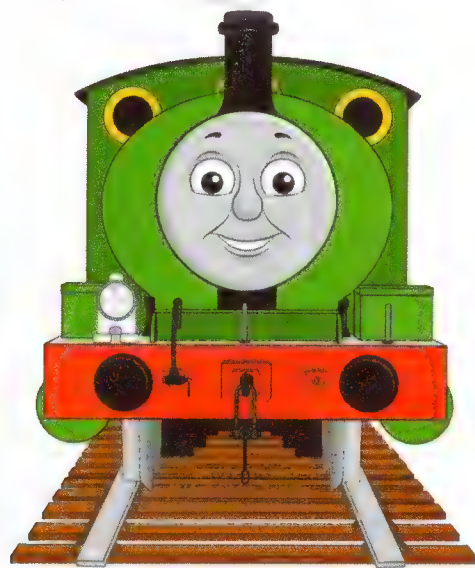
P p

Trace over these words that begin with **P** or **p**.



pumpkin

Percy



potion

A B C D E F G H I J K L M

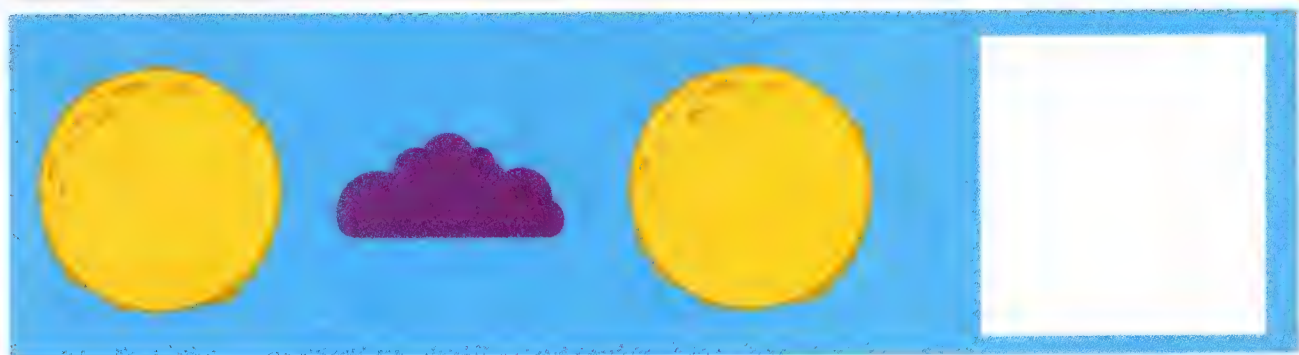


**Parent Note**

These activities  
help develop  
letter and pattern  
recognition

Look at each row of  
patterns. In the white box,  
draw and color the item  
that comes next.

**Pattern**



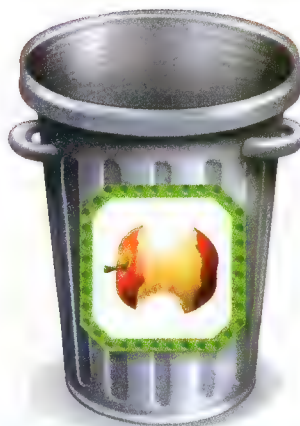
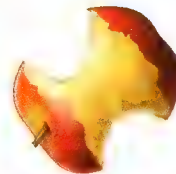
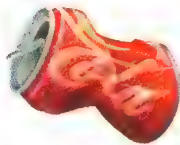
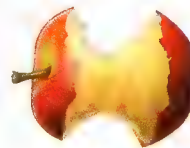
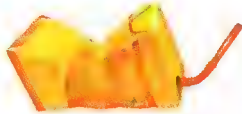
**N O P Q R S T U V W X Y Z**





It's clean up time after Sodor's Halloween Party! Help Thomas sort and count these items and write the numbers in the boxes below.

**Sort**



cans

apple  
cores

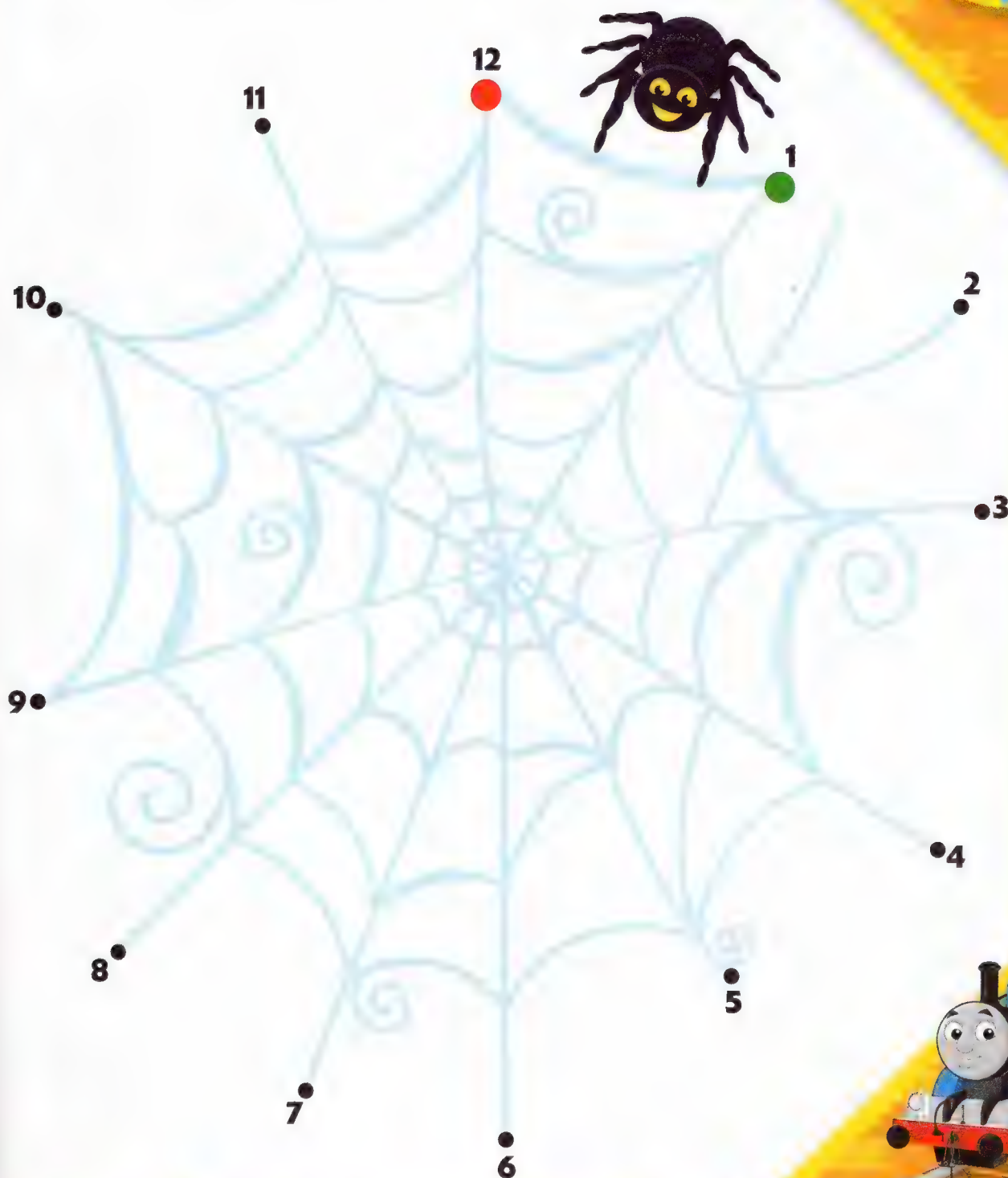
juice  
boxes



Help this little spider finish her web by connecting the dots in number order.

**Parent Note**

These activities help develop cognitive skills, dexterity and counting.



1 2 3 4 5 6 7 8 9 10 11 12



# Workbook

**THOMAS  
& FRIENDS**



How many ghosts  
did you find?  
Write the number in the box.

**Color a star for each activity  
you have completed.**



**Count**



**Look**



**Color**



**Write**



**Pattern**



**Sort**

**Congratulations!**  
**You have finished your workbook.**

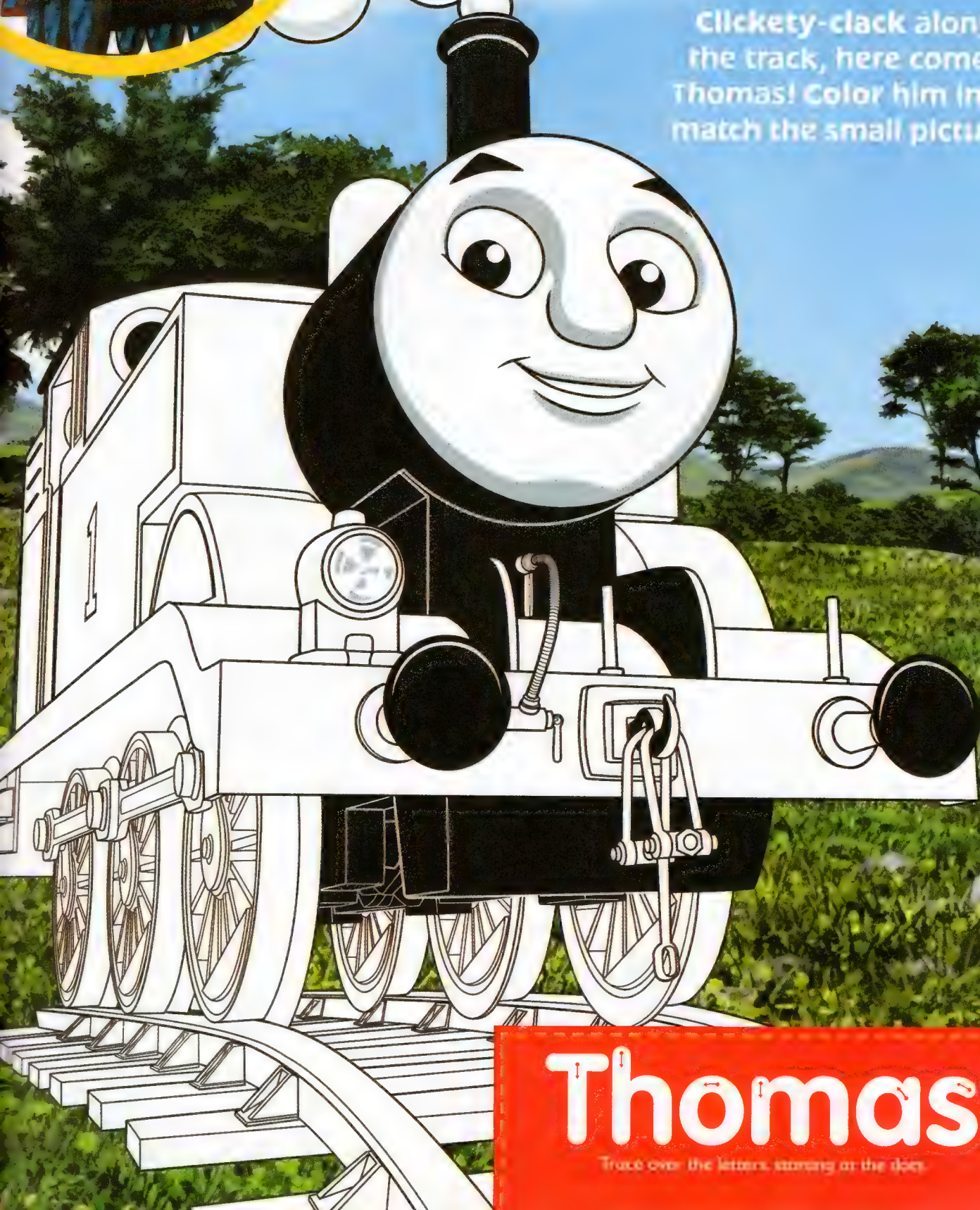
.....  
Write your name here.





# Full Steam Ahead!

Clickety-clack along the track, here comes Thomas! Color him in to match the small picture.



# Thomas

Trace over the letters, starting at the dots.





# Spooky Sodor

Add lots of color to James' night-time picture.

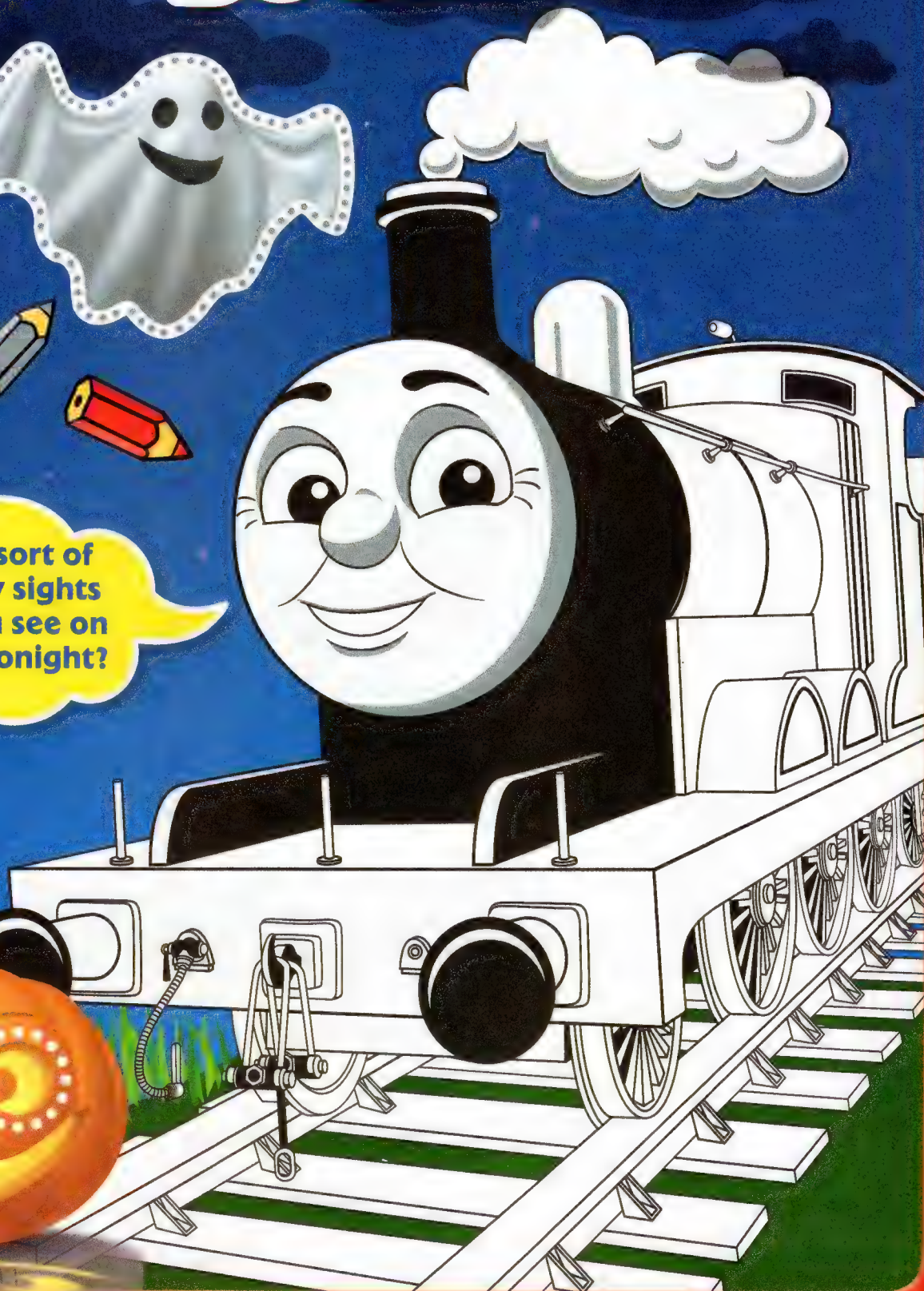


**Draw** around the friendly ghost.

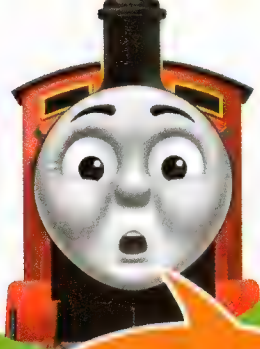


What sort of spooky sights can you see on Sodor tonight?

**Trace** around the jack-o-lantern's eyes.







What could those shadows be?

# Scary Tracks

Follow the track with James and show him what each shadow is.

**START**



Don't worry, James!  
It's only...



Harold



the moon

Don't worry, James!  
It's only...



a tree



a lamp  
post



Don't worry, James!  
It's only...



an owl



a pumpkin



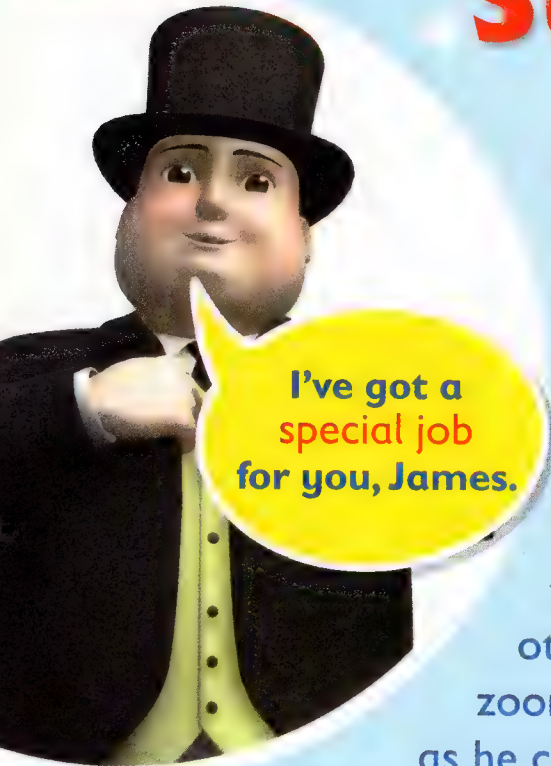
**FINISH**



Thank you  
for helping!



# Sticky Situation!



I've got a  
**special job**  
for you, James.

**S**ir Topham Hatt came to the Sheds to ask James to help him with a Very Important Job. "Tonight I'm going to the Castle with the Mayor," he said. "I'd like you to take us there, James." This made James beam with pride. "Thank you, sir!" he peeped. Before James could do this special job, he needed to finish all his other jobs, so he zoomed off as fast as he could.

**Peep! Peep!**



James worked hard all day, but there was trouble at the Docks. Cranky was lifting a sack of sugar when it exploded all over James. "Whoops!" called Cranky. All of a sudden there was a big **SPLASH!** Sea water sprayed over James too, making the sugar all sticky. Yuck! Even though he was all sticky, James kept smiling. "Never mind, I'll go to the Wash Down to get clean," he said. He would finish the rest of his jobs afterwards.



James was soon sparkling clean and happy again, but then he noticed some small scratches on

Oh dear! I'd  
better go and get  
cleaned up.





his paintwork. "I can't pick up the Mayor looking like this!" he said. So he rushed off to the Steamworks to be get his paint fixed up.

When he arrived, Victor warned him this was a bad idea. "It won't dry in time for your special job," he said. But James wouldn't listen. "The wind will dry it. You'll see!" he said. So Victor painted him and before the paint had started to dry, James set off.

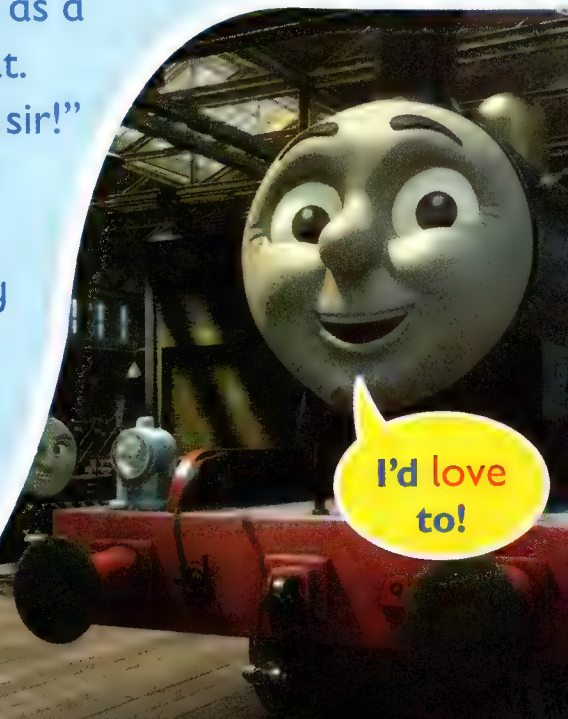
He was chugging along happily until he heard Edward cry out, "JAMES, your paintwork!" James had dust, leaves, and twigs stuck to his wet paint! He knew he couldn't do the special job anymore, so he had to ask Edward to do it for him. Poor James!

The next day, Sir Topham Hatt took James to be repainted again.

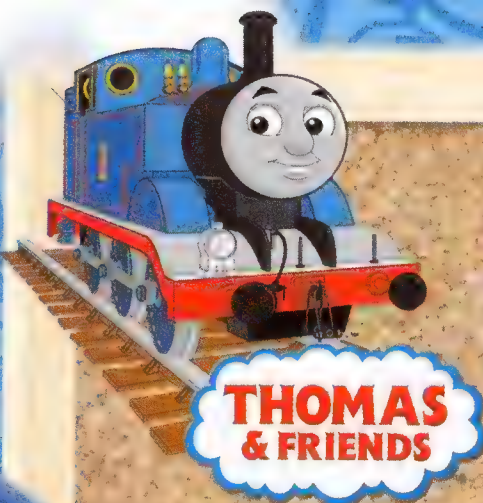
"I shouldn't have worried about those little scratches," said James. But Sir Topham Hatt knew how hard James had worked, so he asked him to take the Mayor to Vicarstown as a special treat. "I'd love to, sir!" said James, chuckling. "As long as my paint is dry!"



**Until next time...**







# Bulletin Board

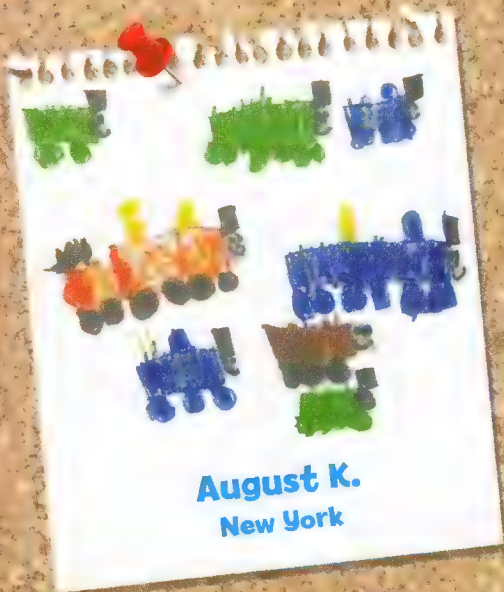
Draw your favorite engine and send it to us!  
Please be sure to include your full name, address,  
and parent's permission.

Mail your drawings, letters, and photos to:

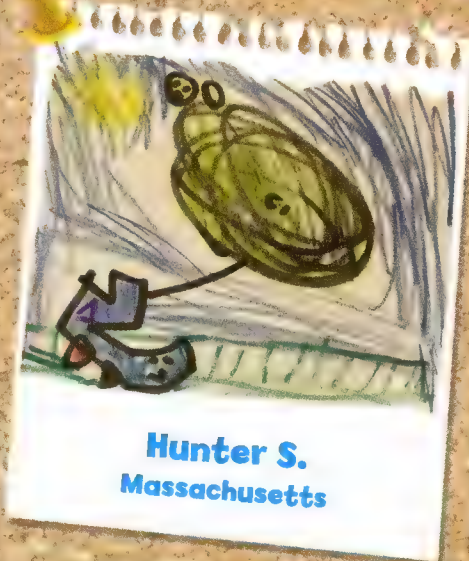


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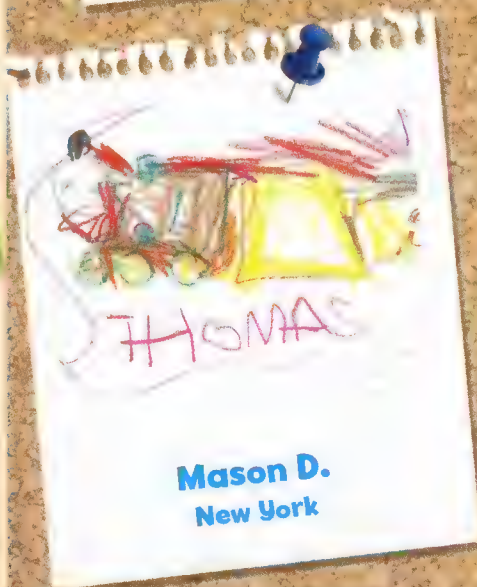
Email your child's drawing to: [thomas@redan.com](mailto:thomas@redan.com)



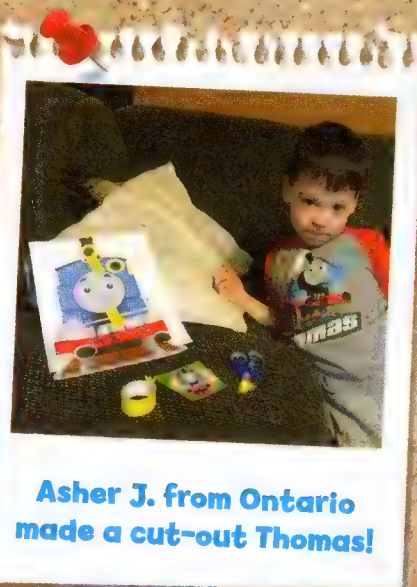
**August K.**  
New York



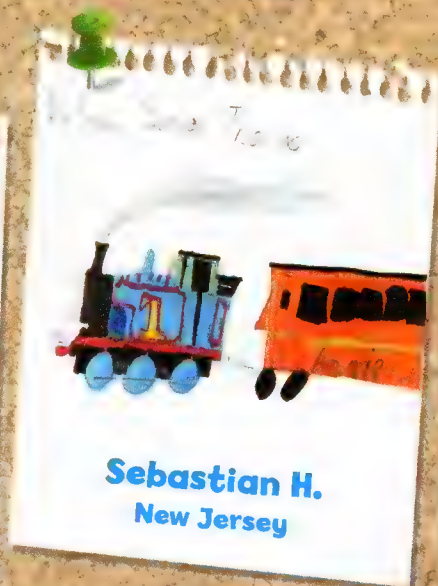
**Hunter S.**  
Massachusetts



**Mason D.**  
New York



**Asher J. from Ontario**  
made a cut-out Thomas!



**Sebastian H.**  
New Jersey

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**Thank you  
for the  
wonderful  
pictures!**



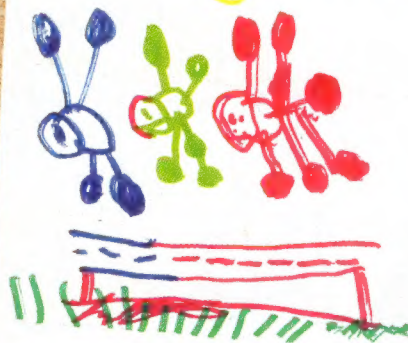
**Zekiah F.**  
Illinois



**Brycen D.**  
Mississippi



**Aidan C. from California** made  
these finger puppets!



**Shaya L.**  
Virginia

**Congratulations  
to the winners  
of our **Thomas  
Land** giveaway!**

★ **Lia G.,** ★  
Washington

★ **Miles H.,** ★  
Massachusetts ★

*Rainbow  
troublesome Truck*



**Ryker G.**  
North Carolina

**Don't miss the  
Nov/Dec issue,  
on sale from  
October 15th!  
Featuring  
fun stories,  
festive activities,  
a holiday  
workbook,  
Thomas projects,  
poster, and more!**



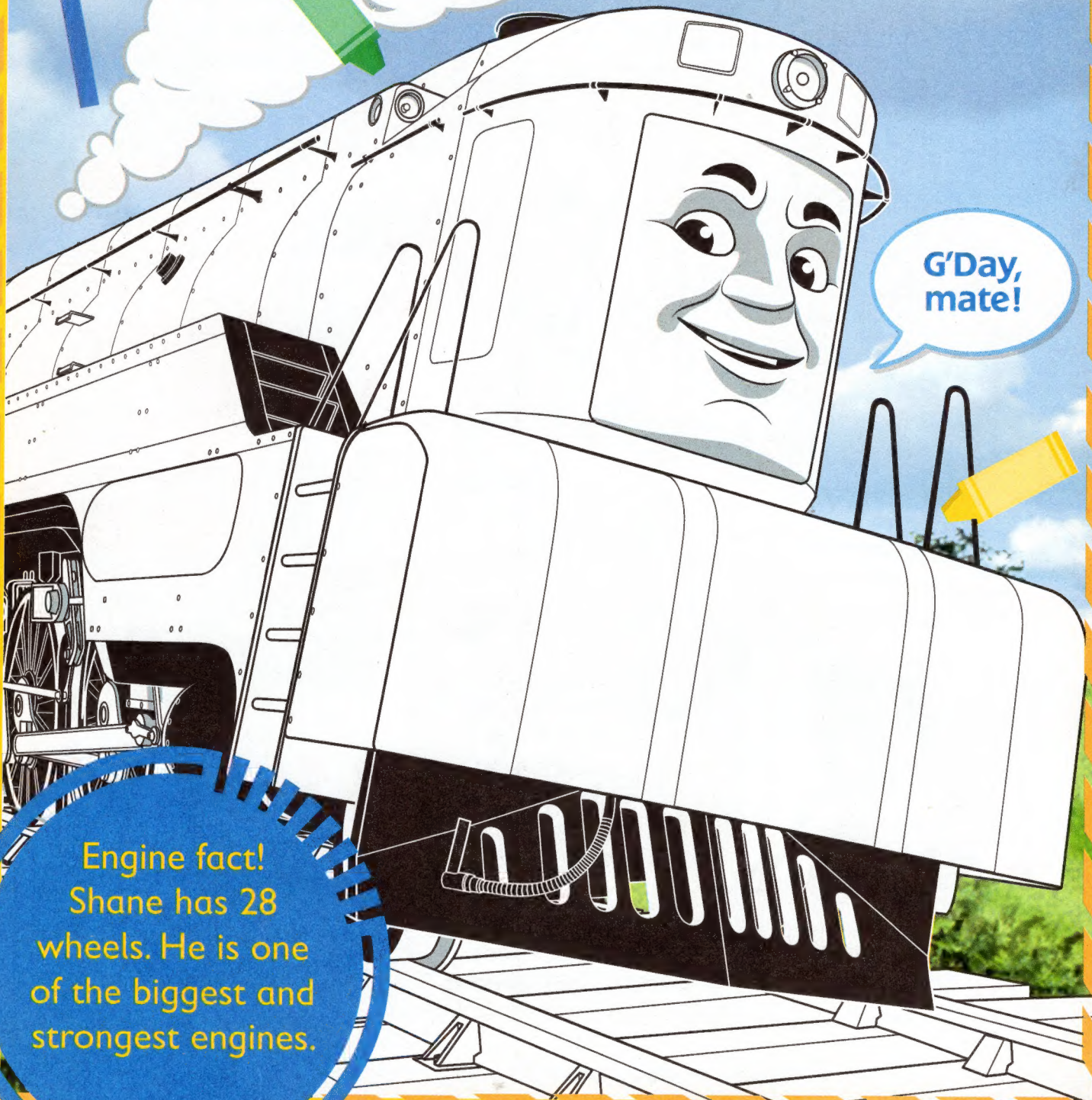
**Ruvan S.**  
California



# Shane from Australia



Shane looks  
like this.



G'Day,  
mate!

Engine fact!  
Shane has 28  
wheels. He is one  
of the biggest and  
strongest engines.

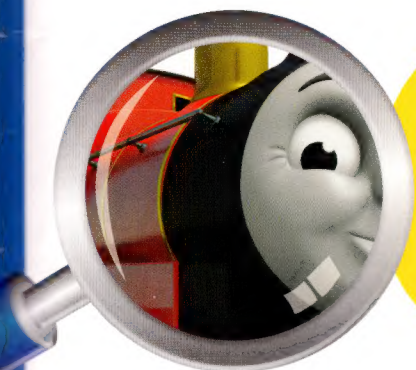




Help me  
spot my engine  
friends.

# Guess Who!

Spot which engines are in the  
close-up pictures! **Circle, check,  
and point** to the right answers.



Circle the  
engine you  
can see in the  
zoomed in  
picture.



**Gordon**

or



**James**



Check the  
Steamie  
you can  
see!

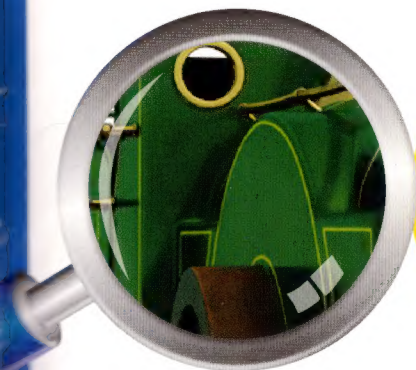


**Thomas**

or



**Rebecca**



Point to  
the correct  
Steamie.



**Toby**

or



**Emily**

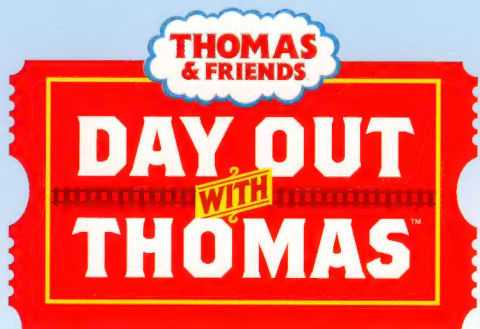
## SOMETHING TO SHARE

You can play 'guess who' together using any picture books  
you have at home. Just cover up parts of the pictures with  
your hands and ask your little one to tell you who or what  
they think it is. This is a great activity for practicing their  
language, color and shape recognition.

Excellent  
work!







# All Aboard for a Big Celebration in 2020!



Featuring Percy at select locations!



## Mark your calendars!

New 2020 tour schedule will be  
announced this November on  
[DayOutWithThomas.com](http://DayOutWithThomas.com).

### Peep! Peep!

Day Out With Thomas™: The Steam Team Tour 2019  
continues through November!  
Book now at [DayOutWithThomas.com](http://DayOutWithThomas.com).

